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# PON PC Manual
# Front
# 4/4 48 pages
# including cover

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# GETTING STARTED

## The ReadMe File

*The Matrix: Path of Neo* DVD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

To view this file, double-click on it in the The Matrix: Path of Neo directory found on your hard drive (usually C:\Program Files\Atari\The Matrix Path of Neo). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on The Matrix: Path of Neo, then on the ReadMe file.

## System Requirements

| | |
|---|---|
| **Operating System** | Windows® 2000 / XP |
| **Processor** | Pentium 4 1.8 GHz or AMD Athlon 1.8 GHz or higher |
| **Memory** | 512 MB RAM |
| **Hard Disk Space** | 1 GB free |
| **DVD-ROM Drive** | 6X speed or faster |
| **Video** | Nvidia GeForce FX 5200 or ATI Radeon 8500 or greater* |
| **Sound** | DirectX® version 9.0c-compatible sound card |
| **DirectX®** | DirectX® version 9.0c (included) or higher |

**Hardware T&L video cards that do not support shaders, such as the GeForce 4 MX or Intel Extreme Graphics family, are not supported*

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# GETTING STARTED

## Setup and Installation

1. Start Windows® 2000 / XP.
2. Insert *The Matrix: Path of Neo* DVD-ROM game disc into your DVD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. NOTE: If your DVD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing *The Matrix: Path of Neo* DVD-ROM game.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/The Matrix Path of Neo/The Matrix Path of Neo to start the game.

**Note**: You must have the *The Matrix: Path of Neo* Play Disc in your DVD-ROM drive to play.

### Installation of DirectX

*The Matrix: Path of Neo* DVD-ROM requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed on your computer, click "Yes" when asked if you would like to install it.

## Saving and Loading

At specific points throughout the game, you will be prompted to save your progress. Choose an empty game slot or overwrite an existing game (if you do this, the game previously saved in that game slot will be lost). Your position in the game is indicated in the saved game slot.

To load a saved game, select Load and choose your saved game. When choosing a game to load, you may start from any point at which you previously saved.



# CONTROLS

| | |
|---|---|
| Mouse | Look up / down / left / right |
| W | Move forward |
| S | Move backward |
| A | Strafe left |
| D | Strafe right |
| Space | Jump<br>*Tap twice for Double Jump* |
| F | Toggle in-hand weapon |
| LMB or Numpad 4 | Strike / Draw and fire weapon |
| RMB or Numpad 5 | Special Attack<br>*Press and hold for Killing Blow* |
| Ctrl or Numpad 6 | Evade |
| Shift or Numpad Enter | Focus |
| Q | Weapon strip |
| T | Throw melee weapon |
| Tab | Action / Link-Up<br>*Specific action is context-sensitive. Use this control to open doors, push buttons, take cover, etc.* |
| 3 | Inventory left |
| 4 | Inventory right |
| 2 | Swap Armed Weapon<br>*If inventory full, swaps currently selected weapon with new weapon on the ground.* |
| Numpad 7 / 9 | Rotate camera |
| Numpad 8 / 2 | Pitch Camera |
| Mouse Wheel or Numpad [+] / [–] | Camera zoom in / out |
| Numpad [*] | Camera zoom reset |
| C | Code Vision (*unlockable*) |
| Esc | Pause Game / Access Pause Menu<br>*Press again to return to game* |

*The above is the default mouse/keyboard configuration. You can customize controls via the Options Menu.*

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# THE MATRIX: PATH OF NEO

Can you handle the challenges Neo faces on his path... the path of the One?

Can you avoid the Agents who come looking for Thomas Anderson, the hacker?

Can you handle the training programs and impress Morpheus with your martial arts skills?

Can you dodge bullets? When the time comes, you won't have to.

Can you rescue Morpheus in time to save Zion?

Can you defeat Agent Smith and bring an end to the war?

From the moment the game starts, how the story plays out is up to you. Where Neo succeeded, you must succeed. You cannot fall short, for if one fails, all fail, and Zion will crumble.

Can you do it?

# GAME MENUS

## Main Menu

**Start Game –** Choose an empty file slot to begin a new game.

**Load Game –** Load a previously saved game.

**Options –** Open the Options Menu.

## Game Menu

Once you have started a new game or loaded a previously saved game, you can access the Game Menu. This menu can also be accessed at any time from the Pause Menu while playing *The Matrix: Path of Neo*.

**Continue Game –** Resume the game at the start of the last previously saved level.

**Level Select –** Replay a previously saved level.

**Extras –** Open the Extras Menu.

**Quit –** Quit the Game Menu and open the Main Menu.

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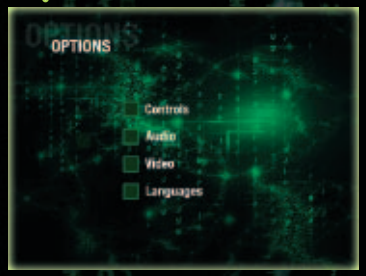
## Options Menu




The Options Menu allows you to customize several game settings. You can access the Options Menu via the Main Menu and the Pause Menu. For updated information about game options, please see the ReadMe file in The Matrix: Path of Neo directory found on your hard drive (usually C:\Program Files\Atari\The Matrix Path of Neo).

### Controls
Adjust the game's mouse/keyboard or joypad controls.

### Audio
Adjust the game's audio settings for your speaker/audio configuration.

### Video
Adjust the game's video settings for your monitor/video configuration.

### Languages
Adjust the game's language and subtitle settings.

## Videos and Cinematics
*The Matrix: Path of Neo* tells its story with live-action film footage, in-game cinematic scenes and gameplay. Clues and instructions appear in these cinematic scenes.





## Extras Menu

The rabbit hole has plenty of surprises. The Extras Menu is accessed via the Game Menu, and offers a variety of extra content.

**Movies –** Play the game's movie clips, featuring footage from the *Matrix* trilogy and the *Animatrix*, as well as additional surprises.

**Special Combos –** View some of the game's most effective fighting combos. It's not a complete list – there are plenty of secrets that you can discover while playing.

**Media Viewer –** View additional artwork from the game and its development process.

**Cheats –** Toggle and manage the game's unlockable cheats.

**The Making of... –** Go behind the scenes and get a special glimpse at the making of the game, with movies and special features.

## Pause Menu / Objectives

At any time during the game you can press **Escape** to open the Pause Menu.

**Resume Game –** Resume playing.

**Objectives –** Review your current mission objectives.

**Options –** Open the Options Menu (see Options Menu on page 6).

**Retry –** Restart at the last saved checkpoint.

**Exit to Menu –** Exit the current game and return to Game Menu.

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## Heads-Up Display

The **Player Health** meter represents Neo's current health level (see Health on page 11).

The **Focus** meter indicates Neo's current Focus level. Focus allows Neo to bend the rules of the Matrix (see Focus on page 21).

The **Ally Health** meter represents the current health status of Trinity and other Rebels who fight alongside Neo (see Allies & NPCs on page 25).

The **Enemy Health** meter shows the current enemy's health.

During special missions, where time is of the essence, the **Ally Status** display monitors the status of allies such as Morpheus.

The **Inventory Manager** allows you to manage and select firearms, melee weapons, grenades and other items. The number beneath the weapon icon represents a firearm's ammo or a melee weapon's decay status (see Inventory Manager on page 20).

## Movement

The mouse and keyboard combinations control direction and speed for both walking and running. Use the Strafe keys (**[A]** and **[D]**) to sidestep left and right. An effective tactic is to combine mouse and Strafe keys to quickly circle around your opponents and keep them off-balance.

To sneak up on someone, walk slowly – enemies can hear your footsteps.



MOVING AROUND

## Camera Controls

The mouse and keyboard combinations also control your view of the action. The camera automatically follows Neo throughout the game, but you can also manually control the camera in combat by using the mouse and keyboard controls to position the camera to get a better view of your surroundings.

## Jumping and Climbing

Press Jump **[Space]** to jump over various objects. As the game progresses, you'll unlock the ability to perform a Double Jump – press **[Space]** at the peak of a jump to perform a Double Jump that carries Neo even higher.

Neo will automatically step over low objects. To climb onto taller objects or to reach ledges, move or jump toward the object to perform a ledge hang, and move forward **[W]** to climb up. When hanging from a ledge, you can also use the **[A]** and **[D]** keys to shimmy along its edge.

To climb ladders, move to the bottom of the ladder, look up with the mouse and move forward **[W]** and back **[S]** to climb up and down. Press Jump **[Space]** to quickly slide down a ladder

Running before a jump will increase the length of the jump, as does Focus. Jumping from behind cover will send the character into a dive-roll.

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## Taking Cover / Using Link-Ups

When near an obstacle, such as a wall or large object, move close to it and press Action **[Tab]** – Neo will link up with the object and use it as cover, turning his back and pressing against the object. To break the link, move away from the object with the **[W]** or **[S]** keys.

When using an object as cover, strafe left **[A]** or right **[D]** to move or creep alongside it. If the object is low, such as a crate or table, Neo will automatically drop down and move in a crouch when linked with the object.

When linked up with an object, you can peer around the corner to locate and attack enemies. Move left [A] or right [D] to move to the corner of the object, then use the keys to peer around the object. Neo will lean out and get a better view.

To shoot at enemies from this position, press Fire **[Left Mouse Button]** to step around the corner and lock onto an enemy. Release Fire **[LMB]** to drop back to cover. You can perform the same actions to fire over objects from a crouched position.

To jump out and surprise enemies from this position, lean out, press Jump **[Space]** and start blasting.

## Opening Doors & Using Objects

To open doors and use objects within the environment, move Neo near the object with the movement keys and press Action **[Tab]** to perform the action.

The exact action is context-sensitive -- if you are near a door, Neo will open it; if you are near a button or control panel, Neo will operate it.

Neo can dish out a lot of damage, and can take a lot of damage, as well. But as the Agents are well aware, Neo is still "only human," and can be killed in combat if not careful.

When Neo has been out of combat for a few seconds, his Health meter automatically regenerates up to its current maximum level. If you can get Neo out of a jam and find a place to take cover, you can replenish his health and get back into the fight.

However, if Neo takes too much damage too quickly, his maximum level of health can drop fast, leaving him more vulnerable than before.

You will find Health and Focus Packs in various locations throughout the game. Health Packs can both replenish Neo's Health meter and restore his maximum health level. Focus Packs replenish Neo's Focus meter.

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# HAND-TO-HAND & MELEE COMBAT

After going through extensive training and download sessions aboard the Nebuchadnezzar, Neo becomes a master of several styles of martial arts. Neo is a one-man army, able to take on an entire SWAT team. When he becomes the One, his combat skills become even more amazing, as Neo is able to bend the rules of the Matrix to the breaking point.

When Neo attacks an enemy, he'll automatically switch to a hand-to-hand combat stance, holstering any firearms, or even using them as part of the attack.

## Strike

To Strike an enemy, get up close and press **[LMB]** to land punches and kicks. If an enemy attacks you with a Strike or a Special Attack, you can quickly press **[LMB]** to block the attack and counter it with your own.

As Neo gains skills, he will learn to combine a series of strikes into devastating combos that can put opponents away quickly.

### Combo Example

4-Hit Strike Combo (**[LMB] x4**)

Use Focus **[Shift]** with this Strike Combo to unleash powerful attacks that launch enemies into the air. A 4-Hit Combo can also be used to drive through an enemy's 3-Hit Combo.

## Special Attack

Press **[RMB]** to perform Special Attacks – throws, grapples, holds and other combat moves. To throw an opponent, press **[RMB]** and press the movement keys in the desired direction to throw enemies at objects, over ledges and even at other enemies. You can unlock additional Special Attacks throughout the game,



HAND-TO-HAND & MELEE COMBAT

including the ability to strip enemies of their weapons, and even turn them back on their owners by pressing the **[Q]** key. Special Attacks can also be used as part of linked combos, which unlock even more powerful attacks.

### Combo Example

**Focus Hyper Strike ([Shift] + [LMB], [RMB]**

Knocks an enemy off-balance so Neo can deliver a crushing boot to the head.

## Evade

You can dodge attacks and slip punches by pressing **[Ctrl]**. Combine this ability with Focus **[Shift]** to get out of even more trouble – dodging bullets and flipping over enemies and out of danger. You can also use Evades to confuse and stun your opponents, setting them up for devastating combos. In a similar manner, rapidly press Evade to break out of a stun yourself, or to make a quick recovery from an attack and avoid further damage.

### Combo Example

**Over-the-Head Forward Evade** (**[Shift] + [Ctrl]**)

Move toward an enemy and trigger this combo – Neo will vault over the enemy's head and land behind him, ready to take advantage of his confusion.

## Killing Blow

The Killing Blow is Neo's most powerful attack. Hold Focus **[Shift]** and Special Attack **[RMB]** to charge it up, then release in the direction of an enemy to unleash the powerful blow. Combine Killing Blow with other attacks and jumps for bone-crunching combos. Killing Blows are best used

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to finish off stunned enemies, especially tougher opponents.

### Combo Example

**Aerial Killing Blow** (Press and hold **[Shift]** and **[RMB]** while airborne to charge attack, then release **[RMB]**.)

Get airborne before charging up and releasing a whirling kick.

## Melee Weapons

Neo can punch and kick his way to success, but he can also stab, bash and skewer his way through enemies by using melee weapons – swords, axes, staves and more.

Like all weapons, Neo can pick up melee weapons by moving over them and selecting them via the Inventory Manager. To fight, use Strikes, Special Attacks, Evades and Killing Blows as normal – melee weapons make these all of these attacks extra-powerful. To draw and holster melee weapons, choose them in your Inventory and press **[F]**.

Melee weapons can also be thrown at enemies. To throw a weapon, press and hold the **[T]** key to charge up, and release to throw.

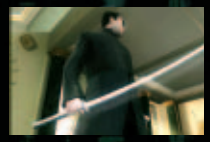
Stay aware of your surroundings – you can put some everyday objects found within the environment to use as improvised melee weapons.

Most melee weapons will break after extended use – the Inventory Manager meter tracks how a weapon decays with use. Some weapons have improved durability and attack power. Pay attention to the Inventory Manager meter to see just how much use is left with each melee weapon.

The following are examples of melee weapons you might find in the game. It's not a complete list – you'll have to discover some of these weapons on your own.

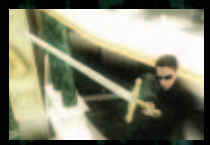


HAND-TO-HAND & MELEE COMBAT



### Katana

The two-handed sword of the samurai is known for its lethality.



### Long Sword

The classic, one-handed long sword is as fast as it is deadly.

### Bo Staff

Versatile in both offense and defense, the bo staff also provides a significant reach advantage, good for keeping groups of enemies at bay.

## Other Fighting Moves

### Aerial Attacks, Off-Wall Attacks

Combine Strike **[LMB]** and Special Attack **[RMB]** with Focus **[Shift]** and Neo's jumping and wall-running abilities to perform devastating attacks from nearly any angle.

### Off-Line Attacks

In the Matrix, the Rebels are nearly always outnumbered, so you must learn to use Off-Line Attacks to take on groups of enemies. When in battle, move the movement keys in the direction of enemies behind or to the side, and Neo will direct attacks, blocks and special moves in all directions.

### Link-Up Attacks

If you're surrounded by opponents, you can draw multiple opponents into a single attack and damage them both. Stun an enemy, press the movement keys in the direction of another opponent and press Special Attack **[RMB]**. If you time it right, you'll draw enemies into your attack and damage them all. Melee weapons are especially deadly when used against multiple opponents in this manner.

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# TARGETING

Use the mouse and the on-screen reticle to target enemies with firearms, grenades and thrown weapons.

To draw a weapon, select it in your Inventory and press **[F]** to draw the weapon. Press Fire **[LMB]** to fire or throw the weapon.

You can remain in weapons mode until you holster weapons by pressing **[F]** or until you attack an enemy with a hand-to-hand attack.

## Targeting in the Air

While Neo is in the air, such as in the middle of a long Focus jump, he has a 360-degree view of his surroundings.

From this vantage point, he can target enemies in all directions. A good strategy is to get Neo airborne, use Focus **[Shift]** and attack enemies from above.

## Targeting Objects

Neo can target objects in the environment. This ability is useful for destroying objects with gunfire, such as explosive objects that can damage nearby enemies.



# GUNS...LOTS OF GUNS

For some missions, Neo is jacked into the Matrix with weapons, and throughout the game more weapons become available, either found within the mission or taken from enemies. Neo can pick up firearms by moving over them, and manage his inventory of firearms via the Inventory Manager (see “Inventory Manager” on page 20).

You can use the Inventory Manager to select firearms manually, so you can be sure to have the right gun in Neo’s hand at all times. Each firearm has specific strengths and weaknesses – you’ll need to learn which is the right tool for the job.

In some instances, Neo can wield two firearms at the same time – one in each hand – for extra kicks.

### Pistol

The pistol is Neo’s starting weapon for most levels. It does moderate damage, with a moderate effective range. The pistol is semi-automatic, but can be fired quite rapidly when Neo uses Focus. Neo can wield dual Pistols, one in each hand.

### Agent Pistol

This massive handgun is carried by Agents and packs a major punch. Heavy kickback makes it slightly less accurate than a standard pistol, especially when fired rapidly.

### Submachine Gun

Not as accurate as a pistol, but favored by SWAT teams for its high rate of fire. Neo can wield dual submachine guns, one in each hand.

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# GUNS...LOTS OF GUNS

### Shotgun

SWAT entry teams often carry shotguns, which are useful at medium range but have devastating effects at close range.

### Double-Barreled Shotgun

These weapons deliver massive damage at very close range, but are nearly useless at greater distances. Neo can wield dual double-barreled shotguns, one in each hand – the double damage will take down even the deadliest enemies in one blast.

### Assault Rifle

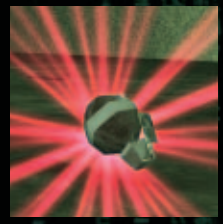
Fully automatic, the assault rifle delivers a precise and powerful punch at even the longest range.

### Grenade Launcher

The grenade launcher fires an explosive round that detonates on impact. The blast eliminates or severely damages everyone within the blast radius.



# GRENADES



Grenades are useful for attacking enemies that are behind cover, as well for taking on Agents, who can dodge ordinary bullets but cannot dodge entire explosions.

Arm and throw grenades the same way you use a firearm – select a grenade in the Inventory Manager and press Fire **[LMB]** to throw.

### Tear-Gas Grenade

Gas grenades release dangerous, choking gas that limits Neo's ability to target enemies and use Matrix abilities. Enemies affected by the gas become disoriented, severely hampering their ability to fight and shoot.

### Flash-Bang Grenade

A flash-bang detonates with a tremendous shock and blinding flash, disorienting everyone within its effective radius.

### Fragmentation Grenade

This standard, military-style grenade deals a large amount of damage to targets in its blast radius.

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# INVENTORY MANAGER

The Inventory Manager represents Neo's equipped weapons. Neo can carry up to three weapons at the same time – press the **[3]** and **[4]** keys to scroll left and right to select weapons in the inventory.

The meter below each weapon icon indicates its remaining ammunition or uses. When a firearm runs out of ammunition, or if a melee weapon shatters from overuse, it is automatically discarded and its inventory slot is emptied.

## Picking Up Weapons and Ammo

There are two ways to pick up weapons:

If Neo has an empty inventory slot, he will automatically pick up weapons and store them in the inventory by simply running over them or touching them.

If all inventory slots are full, in order to pick up a new weapon you must swap it with a weapon already in the inventory. To swap items, move near the new item – its icon will appear below the Inventory Manager. Press **[2]** to swap the weapon for the currently selected weapon in your inventory.

Neo will automatically pick up ammunition for weapons currently in his inventory. To pick up ammunition, simply run over a weapon you find in the environment – its ammunition will be automatically added to your inventoried weapon.

## Dual-Wield & Stackable Items

Neo can dual-wield some firearms, such as pistols, using one in each hand for double the firing action. When using firearms in this way, the items are "stacked" in the inventory – two firearms are stored in the same inventory slot and their ammunition is divided equally between them. When both weapons run out of ammunition, they are both tossed away and the inventory slot is emptied.

Grenades of the same type are also stackable. For example, you can carry several fragmentation grenades in the same inventory slot and use them one at a time.



# FOCUS

Mastering all of Neo's abilities in the Matrix is the key to success. When Neo frees his mind, he unlocks the ability to move faster, run on walls and defy gravity.

As Neo progresses in power, he unlocks even more abilities. Dodge bullets? Neo doesn't *have* to.

Neo bends the rules of the Matrix by using the powers of Focus. To use Focus, press **[Shift]** when performing actions such as hand-to-hand combat, running and jumping.

Focus increases the speed and effectiveness of nearly every action and allows you to utilize Neo's special abilities. Use Focus in hand-to-hand combat to unleash spectacular moves. Combine Focus with firearms combat for more accurate, precise shots. When used with Evade **[Ctrl]**, Focus even makes Neo a harder target to hit with both bullets and hand-to-hand attacks.

The Focus meter displays Neo's available pool of Focus. The longer you hold down Focus **[Shift]**, the more you draw from the limited resource of the Focus pool. When the meter is depleted, Neo is limited to his normal level of strength and speed.

## Regenerating Focus

Focus regenerates constantly, but only up to a limited amount. It might be enough to get yourself out of a jam, but not enough to dominate in combat.

Higher amounts of Focus are awarded for entering and succeeding in combat. Launch Strikes and Special Attacks, and you can earn enough Focus to either unleash a Killing Blow to finish the job, or jump to safety. Hand-to-hand combat earns you the most Focus, but you can also gain Focus through firearms combat.

Focus is your most precious resource in the game – the path to success means staying aware of your Focus levels and using it wisely.

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## Wall-Running and Wall-Jumping

Run alongside a wall, press and hold the Focus **[Shift]** and continue running toward the wall at an angle. Neo will bend the rules of gravity in the Matrix and sprint along the wall. Time it right, and he will even turn corners while still airborne.

You can also use Focus to make Neo jump off walls. Jump toward a wall, press against it and press Jump Focus **[Space]** again to make Neo spring even higher.

These moves are great ways to avoid enemies and obstacles. Experiment with other Focused running and jumping moves to discover more combinations and effects.

## Off-Wall Strikes

Using Focus, make contact with a wall (wall-running or wall-jumping), move toward an enemy and quickly press Strike **[LMB]** or Special Attack **[RMB]**. Neo will spring off the wall and drive through the enemy's defenses.

As Neo walks the Path of the One, he continues to free his mind and gains the ability to bend the rules of the Matrix and manipulate his surroundings. Some of these Special Abilities are awarded automatically, while other, more powerful abilities must be unlocked.

## Special Abilities

The following are examples of Special Abilities that are unlocked as Neo walks the path of the One. It's not a complete list – you'll have to discover some of these abilities on your own.

### Code Vision

Neo can look past the illusion of the Matrix and see the world as a sea of shimmering, green code. This allows Neo to see through walls and locate enemies, allies and useful items. Press **[C]** to toggle Code Vision ON/OFF.

### Dodging Bullets

Neo can free his mind to the point where his experience in the Matrix slows to a crawl, allowing him to dodge bullets. At first, Neo gains the ability to acrobatically dodge out of harm's way. Combine Focus **[Shift]** with Evade **[Ctrl]** while moving to make Neo perform this feat. Later, this ability evolves into the power to stop bullets with a wave of the hand and even reflect them back at attackers.

### Flight

When Neo becomes the One, the hacker formerly known as Thomas Anderson is free from the limitations of gravity. With this ability, press and hold Jump **[Space]** to make Neo glide upward in short bursts. In some situations, you can press **[Space]** to charge forward and attack while flying.

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## Master Abilities

As Neo progresses in skill, he can unlock Master Abilities, which are awarded between levels. Master Abilities are more powerful moves and attacks that Neo can use to take on even the toughest opponents. To select Master Abilities, go to the Upgrades Screen and select available abilities to add to Neo's arsenal.

The following are examples of Neo's Master Abilities. You'll have to discover the others on your own.

### Focus 360 Clear Out

Combine Focus **[Shift]**, Strike **[LMB]** and Special Attack **[RMB]** and use movement keys to spin and knock back surrounding enemies.

### Off-Wall Super Level 2

Press Special Attack **[RMB]** after a wall jump or wall run to make Neo slam into an enemy and knock him off his feet. Off-Wall Super moves are even more effective as part of combos – once a target is in the air, make Neo whip out a firearm and riddle the target with bullets.

## Atman Principles

The rabbit hole is very deep, with many secrets to unlock.

Atman Principles are unlocked between missions in the same manner as Master Abilities. Some Atman Principles appear in Neo's inventory – press the **left trigger** to activate them. Atman Principles must be used in the same level they are selected.

## Even More Secrets

You can earn additional rewards for collecting certain items and reaching certain objectives in the game. In most cases, you must complete the mission in order to earn your reward.





Throughout the game, Neo will fight alongside other Rebels, receive instructions from his ship's Operator and interact with civilians still trapped in the Matrix.

## Rebels

Neo must always protect his fellow Rebels from harm. If one fails, all fail. Here is a partial list of the Rebels that Neo will encounter:

Morpheus is Captain of the Nebuchadnezzar, a hovercraft that's part of the Zion fleet. He believes in the Oracle's Prophecy of the One, and when he meets Neo, he believes his search is over and salvation is near at hand.

Trinity is second-in-command of the Nebuchadnezzar. She is a hard-as-nails fighter who never, ever backs down.

Apoc and Switch are crewmembers of the Nebuchadnezzar. They are skilled combatants who know how to take care of themselves.

## The Operator

Each ship has an Operator who controls the Rebels' entry and exit from the Matrix and monitors their progress. In initial training missions, the Operator is a teacher and guide. During missions inside the Matrix, the Operator is Neo's only connection to the Real World.

## Red Pills

Red Pills are people who are just beginning to awaken to the illusion of the Matrix. Each Red Pill has a special trait that has made them a target of the Agents, and it's up to you to learn how those traits can sometimes be useful to Neo's missions.

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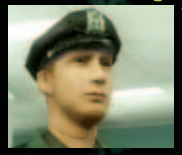
## Civilians

Civilians are humans still connected to the Matrix – utterly ignorant to the truth behind the illusion. While Neo is on a mission, most civilians can be safely ignored. Some may even be helpful. But remember – these people are still a part of the system, and that makes every one of them a potential enemy.

*"You have to understand, most of these people are not ready to be unplugged. And many of them are so inured, so hopelessly dependent on the system that they will fight to protect it."*

## Security Guards & Police



The standard Police and Security Guard units within the Matrix are no match for the free minds of rebels like Neo, Morpheus and Trinity, but they can be dangerous in groups or when supported by shotguns and tear gas.

## SWAT Team Officers

SWAT teams are the elite law enforcement units of the Matrix. SWAT units often carry automatic weapons and grenades, and their ability to work in groups makes them a force to be reckoned with.

## Soldiers

Soldiers are far better trained, armed and armored than any police officer. Soldiers often carry heavy weapons, making them very deadly opponents.





## Agents

*"I've seen an agent punch through a concrete wall. Men have emptied entire clips at them and hit nothing but air."*

Soulless system programs, Agents exist only to protect and preserve the Matrix.

Agents are near-unbeatable enemies – their strength and speed make them deadly martial arts opponents, and their ability to dodge bullets make them nearly impossible to kill with bullets. What's more, even if you manage to kill an Agent or escape pursuit, they can simply respawn at full power into a nearby body.

On the other hand …

*"…Their strength and their speed are still based in a world that is built on rules. Because of that, they will never be as strong or as fast as you can be."*

## Exiles

*"There are programs running all over the place. The ones doing their job, doing what they were meant to do, are invisible. You'd never even know they were here. But the other ones, well, we hear about them all the time. … Every time you've heard someone say they saw a ghost, or an angel. Every story you've ever heard about vampires, werewolves, or aliens, is the system assimilating some program that's doing something they're not supposed to be doing."*

Exiles are rogue programs that have resisted the rules of the Machine World and have chosen exile within the Matrix. There are many different types of Exiles, each with its own abilities that make them dangerous opponents – perhaps even more dangerous than Agents.

## Agent Smith

Just as Neo progresses through many changes while he walks his path, Agent Smith undergoes changes as well.

At first, Agent Smith is the leader of the Agents, seeking to regulate the system that enslaves mankind. Later, Smith becomes "a new man," so to speak, and adds his virus-like ability to create an endless army of copies.

What comes after that is anyone's guess…

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## Additional Fighting Strategies

**Counter Strike**: If an enemy leads with a punch or kick, press Strike **[LMB]** to block and follow up with an attack combo.

**Counter Throw**: Strikes counter many Special Attacks. If an enemy sets up to launch a Special Attack, such as a throw, press Strike **[LMB]** to counter-attack.

**Watch for Openings**: Some enemies "telegraph" their attacks. Use Evade **[Ctrl]** to sidestep their attacks and create an opening for a counter-attack. If an enemy charges up a big attack, press Strike **[LMB]** to disrupt it.

**Use Cover and the Environment**: Taking cover gives Neo time to recharge Health and plan his next move. Don't keep Neo in one place too long – enemies will quickly coordinate and surround him. Look for opportunities in the environment to end a battle quickly.

Fast Finishers:

**Focus Hyper Strike: [Shift] + [RMB], [LMB]**

**Focus Lightning Strikes: [Shift] + [RMB],** tap **[LMB]** rapidly

## Attack Combos

**On Screen Prompts**: In addition to those listed here, on-screen icons give you hints to trigger powerful attack combos and other useful moves. Keep a sharp eye – timing is key.

**Linking Combos**: You can link combos together in order to keep enemies off-balance and deal even greater damage.



STRATEGIES & TACTICS

## Get Airborne!

**Focus 360° Aerial Targeting**: Get airborne – Neo can target enemies all around him. Use Focus **[Shift]** + Jump **[Space]** to get into the air, then fire at will.

## Battling Agents

**Use the Environment**: Agents are nearly unbeatable. In many cases, Neo's hand-to-hand attacks can only delay and annoy an Agent, and you'll have to think of another way to survive the fight. Try throwing Agents toward objects within the environment that can deal heavy damage.

**Get Help from Allies**: When Agents shoot at you, use Bullet Dodge to evade the shots and open up the Agent to attacks from your allies.

**Turn the Agents' Abilities Against Them**: Agents can dodge bullets, but firearms aren't completely useless. Blast a few shots at an Agent to pin them down while you gather your wits or make an escape.

**Agents Adapt**: Agents are adaptive programs that rapidly learn to counter repeated attacks. Your best chance of survival is to continually vary your types of attacks.

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# QUICK REFERENCE

| | |
|---|---|
| Focus | [Shift] |
| 4-Hit Strike Combo | [LMB] x4 |
| 5-Hit Strike Combo | [LMB] x5 |
| 6-Hit Strike Combo | [LMB] x6 |
| Aerial Killing Blow | In air/[Shift] + [RMB] to charge/release to strike |
| Antigravity Jump | [Shift] + [Space] |
| Bullet Dodge | [Shift] + [Ctrl] + movement keys |
| Bullet Stop | Stand still/[Shift] + [Ctrl] |
| Code Vision | [C] |
| Double Jump | [Space] x2 |
| Focus 360 Clear Out | [Shift] + [LMB] + [RMB] + movement keys |
| Focus Aerial Throw | Stun enemy/[Shift] + [RMB]/ then [LMB] |
| Killing Blow | [Shift] + [RMB]/release to strike |
| Off-Wall Strike | Wall-run or wall-jump/ press [LMB] |
| Off-Wall Super | Wall-run or wall-jump/ press [RMB] |
| Tornado Throw | Grab enemy in air with [RMB]/movement keys |
| Weapon Strip | [Q] |



# CREDITS

## Written and Directed by

The Wachowski Brothers

## Eon

Vanessa Carmichael
*Associate Producer*

Tim Bicio
*Post Production Supervisor*

Ian Slater
*Assistant Film Editor*

Matt Brooks
*Digital Assistant*

Johnathan Banta
*Digital Supervisor*

## Shiny Entertainment

David Perry
*President*

Michael "Saxs" Persson
*Game Director*

Shawn Berryhill
*Design Director*

*Designers*
Eric Beaumont
Dax Berg
Benjamin "BJ" Cholewinski
Kenneth Lee
Jay Nielsen
Frank Rogan

Søren Hannibal
*Technical Director*

*Senior Programmers*
Tony Bennett
Torgeir Hagland
Martin Jensen
Rafael Paiz

*Programmers*
Michael Edwards
David Frenkel
Eric Harms
Patrick Hughes
David Msika
Bradey Smith
Stephen Wu

Scott Bruno
*Gameplay Programming Director*

*Gameplay Programmers*
Kyle Donaldson
Geoffrey Erickson
Franco Junio
Vince McDonnell
Mark Nonato
Christian Rickeby
Richard Skala
Joseph Williamson

Chandana "Eka" Ekanayake
*Art & Cinematic Director*

Jon Gwyn
*Senior Environment Artist*

*Environment Artists*
Ahmed Mustefa Ahad
Kari Birkeland
Daniel Chevalier
Chris Donelson
Shane Estanislao
Jason Lewis
Chris Naves

*Art Support*
Johnnie Houston Estill II
Christian Laursen
Daniel Platt
Chris Regalado

Richard Mahon
*Conceptual Artist*

Darran Hurlbut
*Senior Character Artist*

Charles Bloomer
*Visual FX Director*

*Visual FX Artists*
Bryan Erck
Rob Jolliff
Javier Ojeda
Behrooz Roozbeh
Chaz Sutherland

Gabriel Rountree
*Animation Director*

Manjit Jhita
*Senior Animator*

*Animators*
Steve Klett
Aung Zaw Oo
Brian Weber

*Animation Scripters*
Mark Florentino
Kevin Jameel Hogan
Andrew LeMat

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Fred Vang
Shaun Novak
*Facial Animation*

Adam Levenson
*Audio Director*

*Sound Designers*

Stephen Miller
Frank Szick

Adam Stiles
*Sound Editor*

*Audio Scripters*
Ray Cicero
Jason Gates
Ken Moodie
W.D. Hogan
*Cinematic Co-Director*

*Cinematic Team*
Alex Limon
Scott Holty
Scott Scherrer
Steffan Shurkin
Jan Sjovall
Paul Zimmer aka "Zimm"

*Production*
Todd Morgan
*Senior Producer*

Brian Wiklem
*Producer*

Jorge "HoHo" Oseguera
*Associate Producer*

Maja Persson
*Production Coordinator*

Mark Harwood
*Production Coordinator*

Lidia Hernandez
*Coordinator Assistant*

Sam Park
*HR Manager*

Pamela McSwain
*Executive Assistant/Office Manager*

Jean-Claude Boursiquot
*IT Manager*

Mike Lewis
*IT Specialist*

## Atari

Bruno Bonnell
*CEO/Chairman*

Jean-Marcel Nicolai
*Senior Vice President, Worldwide Content*

Steve Tucker
*Director, Global Brand Management*

Jeff Kempler
*Senior Vice President, Business and Legal Affairs*

Steve Madsen
*Vice President, Business and Legal Affairs*

Wim Stocks
*Executive Vice President of Sales*

Diane Price Baker
*Executive Vice President and CFO*

Andrea Schneider
*Director of PR*

Marc Metis
*Senior Vice President, Marketing*

Nique Fajors
*Vice President of Marketing*

Erin Shanahan
*Executive Assistant*

Donna Henry
*Superstar*

Paul Hellier
*Director of Technology*

Martin Currie
*Vice President of Marketing Services*

Don Vu
*CRM Manager*

Christine Fromm
*Sr. Manager of Channel Marketing*

Andrew Green
*Traffic Manager*





Kurt Carlson, Red Sheet Studio, Essex, Mass.
*Documentation Specialist*

Ezequiel "Chuck" Nunez
*Manager of Publishing Support*

Ken Ford
*I.T. Manager/Western Region*

Jimmie Lee
*Manager of Technical Support*

*Lead Testers*

Jon Hockaday
Paul Phillips

Jason Randall
Alissa Ivanovich
*Assistant Lead Testers*

Jason Kausch
*Q.A. Testing Supervisor*

*Testers*
Anom Chavez
Christopher Morales
Nessie Rilveria
Burdy Wang
Piers Sutton
Andrew Blomquist
Justin Goldstein
Matt Rush
Anthony Snyder
Brennen Vega
Chao Wang
Jonathan Apour
Andrew Bones
David Camburn
Niki Chen
Virgil Emperador
Phoenix Flowers
Mike Greenler
Rick Imperial
Jeff Loney
Alex Mack
Aja Pettit
Jason Randall
Ken Tran
Jesse Thurman

Dave Strang
*Manager, Engineering Services and Compatibility Lab*

Ken Edwards
*Engineering Services Specialist*

Dan Burkhead
*Engineering Services Technicians*

Eugene Lai
*Engineering Services Technicians*

Chris McQuinn
*Senior Compatibility Analyst*

Patricia-Jean Cody
*Compatibility Test Lead*

Cuong Vu
*Compatibility Analyst*

Joy Schneer
*Director Strategic Relations*

Cecelia Hernandez
*Sr. Manager, Strategic Relations*

Arthur Long
*Strategic Relations Specialist*

Todd Curtis
*Vice President, Operations*

Eddie Pritchard
*Director of Manufacturing*

Lisa Leon
*Lead Senior Buyer*

Gardnor Wong
*Senior Buyer*

Tara Moretti
*Buyer*

## Atari Melbourne House

Vito Trifilo
*QA Manager*

*Testers*
Dominic Berzins
Rachel Topp
Sook Lee
William Keith,
Richard Brownlow
Ben Abbott

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## Warner Bros. Interactive Entertainment

### Production

David Abrams
*Producer*

Nick Torchia
*Associate Producer*

Gary Sheinwald
*Senior Producer*

Karen Pierson
*Manager of Rights & Clearances*

Jonathan Eubanks
*Director of Production*

Philippe Erwin
*Vice President of Production*

### Marketing & PR

Leo Olebe
*Marketing Manager*

Stephanie Johnson
*Marketing Manager*

David S. Cohen
*Marketing Coordinator*

Remi Sklar
*Public Relations Manager*

Jason Hall
*Senior Vice President*

## Motion Picture Cast

Mary Alice
*Oracle (new)*

Julian Arahanga
*Apoc*

David Aston
*Rhineheart*

Helmut Bakaitis
*Architect*

Jeremy Ball
*Businessman*

Stephen Bastoni
*Soren*

Don Battee
*Vector*

Monica Bellucci
*Persephone*

Daniel Bernhardt
*Agent Johnson*

Henry Blasingame
*Deus Ex Machina*

Ian Bliss
*Bane*

Liliana Bogatko
*Old Woman at Zion*

Josephine Byrnes
*Zion Controller*

Lung Yun Chou (Collin)
*Seraph*

Paul Cotter
*Corrupt*

Terrell Dixon
*Wurm*

Matt Doran
*Mouse*

Laurence Fishburne
*Morpheus*

Gloria Foster
*Oracle*

Nona Gaye
*Zee*

Deni Gordon
*Priestess*

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*Choi*

Lachy Hulme
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Fiona Johnson
*Woman in Red*

Roy Jones Jr.
*Captain Ballard*

David Kilde
*Agent Jackson*

Randall Duk Kim
*The Key Maker*

Harry Lennix
*Lock*



CREDITS

Belinda McClory
*Switch*

Matt McColm
*Agent Thompson*

Carrie-Anne Moss
*Trinity*

Tory Mussett
*Beautiful Woman at Le Vrai*

Ada Nicodemou
*Dujour (White Rabbit Girl)*

David No
*Cain*

Joe Pantoliano
*Cypher*

Anthony Ray Parker
*Dozer*

Harold Perrineau Jr.
*Link*

Jada Pinkett-Smith
*Captain Niobe*

Adrian Rayment
*Twin #2*

Neil Rayment
*Twin #1*

Keanu Reeves
*Neo*

Tahei Simpson
*Binary*

Robert Taylor
*Agent Jones*

Steve Vella
*Captain Malachi*

Clayton Watson
*Kid*

Hugo Weaving
*Agent Smith*

Leigh Whannell
*Axel*

Bernard White
*Rama-Kandra*

Lambert Wilson
*Merovingian*

Rowan Witt
*Spoon Boy*

Anthony Wong
*Ghost*

Anthony Zerbe
*Councillor Hamann*

### Film Editing

Zach Staenberg

## Game Cast

Michael Benyaer
*Vamp, Police/Security*

Andrew Bowen
*Neo*

Kimberly Brooks
*Niobe, Civilian*

Billy Brown
*Doberman*

George Cheung
*Kung Fu Soldier, Chinatown Gangster, additional Walla*

Jim Connor
*Agent Jones, SWAT/Soldier*

Kevin Delaney
*The Heckler, SWAT/Soldier*

Robin Atkin Downes
*Merovingian, Vamp, Agent Thompson*

Gideon Emery
*Bane*

Keith Ferguson
*Link, Insectoid, Civilian*

Laurence Fishburne
*Morpheus*

Nika Futterman
*Switch, Witch Boss, Civilian*

Michael Gough
*Seraph, Agent Brown, Vamp*

Jennifer Hale
*Trinity*

James Horan
*Agent White, Civilian, Police/Security*

Jeff Kelly
*Civilian*

Phil Lamarr
*Operator, Ballard, SWAT/Soldier*

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Lex Lang
*Police/Security, Civilian*

Hope Levy
*Red Pill Club Kid, Civilian*

Mitch Lewis
*Swordsman, SWAT/Soldier*

Ming T. Lo
*Kung Fu Soldier, Chinatown Gangster, additional Walla*

Stephen Marks
*Police/Security, Civilian*

James Mathis III
*Police/Security*

Paul Nakuchi
*Red Pill Herb Shop Owner*

Dempsey Pappion
*Apoc, SWAT/Soldier*

Rick Pasqualone
*Red Pill Security Guard, SWAT/Soldier*

Peter Renaday
*The Key Maker, The Architect, Police/Security*

Michael Rodgers
*Doberman*

Ben Shields
*SWAT/Soldier*

Christopher Smith
*Agent Smith*

Stephen Stanton
*Agent Jackson, Doberman, Police/Security*

Mio Takada
*Japanese Assassin*

Jerry Tondo
*Japanese Assassin*

Fred Tatasciore
*Agent Johnson, Roland, SWAT/Soldier*

Jen Taylor
*Red Pill Librarian, Civilian*

Brett Walter
*Rogue Witch*

## Voice Talent Casting and Directing

Tikiman Casting and Directing

Chris Borders
*Voice Talent Casting & Directing*

Barbara Harris
*Walla Group*

## Megasmith Sequence by Blur

Tim Miller
*Creative Director*

Jerome Denjean
*CG Supervisor*

Dave Wilson
*CG Supervisor*

Jeff Weisend
*Animation Supervisor*

Kirby Miller
*FX Supervisor*

Al Shier
*Producer*

Mandy Sekelsky
*Associate Producer*

David Nibbelin
*Layout*

*Modeling*
Jerome Denjean
Kris Kaufman
Kevin Margo
Brandon Riza
Dave Wilson

*Rigging*
Remi McGill
Seung youb “Kull” Shin

*Animation*
Wim Bien
Bryan Hillestad
Makoto Koyama
Derron Ross
Davy Sabbe
Dave Vallone
Jeff Weisend
Jeff Wilson

*Technical Animation*
Derron Ross
August Wartenberg





*Lighting and Compositing*
Heikki Anttila
Corey Butler
Jerome Denjean
Laurent Pierlot
Brandon Riza
Dave Wilson

*FX*
Jiyoung Hong
Seung Jae Lee
Kirby Miller
Marlon Nowe
David Stinnett

Jon Jordan
*CG Character Technical Supervisor*

Sze Chan
*Character Modeling QC Supervisor*

Ryan Girard
*Mocap*

Christopher Hicks
*Mocap Talent*

Diego Garcia
*Tools Programmer*

Amanda Powell
*Production Assistant*

*Programming and Systems Administration*
Duane Powell
Paul Huang
Matt Newell
Abe Shelton

## Havok

Ross O'Dwyer
*Physics Programming*

*Special Thanks*
Mitch Morando
Mike Walsh

## Nvidia

Greg James
*Developer Technology Engineer*

Kevin Myers
*Developer Technology Engineer*

Carrie Cowan
*Developer Relations Manager*

## CRI Sofdec

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## Motion Capture by Graff Network Service

Clark Graff
*Producer*

Leslie LaPage
*UPM/1st AD*

Matthew Karnes
*Mocap Supervisor*

Alexa Anastasia
*Studio Manager*

David Bawel
*Mocap Operator*

Emi Tahira
*Mocap Lead Editor*

Peter Upson
*Mocap Editor*

Raymond Lee Massa
*Mocap Editor*

Casey Carmack
*Mocap Editor*

Scott Jenkins
*Lead Animator*

Sylvia Uchida
*Animator*

Mandy Jenkins
*Animation Setup*

Edward Velez
*Mocap Coordinator*

Urban Olsson
*Camera Operator*

Robet Hand
*Playback Operator*

Yolanda Jones
*Craft Service PA*

James Ciccarello
*Set PA*

Monique Patrice
*Set PA*

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Dee Dee Street
*Personal Trainer*

Meaghan Kerins
*Office PA*

*Motion Capture Choreography*
James Lew, Dragonmaster Inc.

*Motion Capture Performers*
Arnold Chon
Matt Emery
Eric Halderman
Christopher Hoffman
Alex Huynh
Jermaine Soto
Gary Stearns

*Original Music by Machine Head*

Jason Bentley
*Music Supervision*

*Featured Artists*
The Crystal Method
Junkie XL
Juno Reactor
Meat Beat Manifesto
Photek
Amon Tobin (Courtesy of Ninja Tune)

Tobias Enhus
*Lead Composer*

Mark Kilian
*Composer*

Dave Porter
*Composer*

Stephen Dewey
*Executive Music Producer*

Patty Chow Dewey
*Executive Music Producer*

Vicki Ordeshook
*Music Producer*

Isadora Chesler
*Music Producer*

Tobias Enhus
*Original Music Mixer*

Maggie Tran
*Music Coordinator*

*Composer Assistants*
Kip Smedley
Dustin Camilleri

The Seattle Orchestra
*Orchestral Recordings*

Simon James
*Orchestral Contractor*

Rob Bennett
*Orchestrator*

Rob Bennett
*Conductor*

Fredrik Sarhagen
*Orchestral Mixer*

*Additional Music*
François-Paul Aïche
A&J Music Productions
Rob Bennett
Marcus Brown
Eric Colvin
Todd Haberman
Thorsten Laewe
Erik Lundborg
H. Scott Salinas
Adam Schiff
Dave Porter
Mark Kilian

**Sound Design, Editorial, & Mixing by Danetracks, Inc.**

Bryan Watkins
*Sound Design Supervisor*

*Sound Designers*
Eric Lindemann
Roland Thai

*Sound Editors*
James Penny

Mike Camello
*Sound Editor*

Lance Brown
*Re-Recording Mixer*

**Sound Design by Earbash Audio, Inc.**

Rebecca Liu
Yuan Liu

**Voice Talent Recording by Technicolor Creative Services (Burbank, CA)**

Morgan Gerhard
*Recording Engineer*





Mike Gollom
*Recording Technical Support*

Denise Diehl
*Voice Talent Assistant*

**Sound Design by Extreme Audio Design**

*Sound Designers*
Paul Menichini
Mike Kamper

**Motion Picture Localization by Technicolor Interactive Services**

*Editors/Mixers*
Patrick Giraudi
Lydian Tone
Phillip Kovats

**Walla Recording by Wilshire Stages (Los Angeles, CA)**

Eric Thomas
*Recording Engineer*

*Walla Group*
Catherine Cavadini
Vicki Davis
John Demita
Greg Finley
Jeff Fischer
Anneliese Goldman
Carlyle King
Tracy Metro
David J Randolph
Vernon Scott

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Additional Visual Effects Created by SFD VFX and Creative Post

Onlines by Modern Video Film

**Public Relations**

Karen Schildkraut
Highwater Group

## Special Thanks

Joel Silver
Silver Pictures
Debra Baker
Chelsea Beck
Glenn Boswell
Wendy Bozzi
Nancy Bushkin
John Byrd
Steve Chalk
Lev Chapelsky
Chris Chen
Carrie Cowan
Leah Cowlin
Paula Davenport-Brummett
Don Davis
Marti Esteva
Harry Glantz
Marielle Henault
Julio Jerez
Scott Johnson
Jeneba Konare
Brian Lee
Richard Levin
Drew Medina
Morten Mikkelsen, Io Interactive, for his normal mapping white paper
Melissa Miller
OC3 Entertainment
Erik Olsen
Masao Oshimi
Stuart Roch
Harry Rubin
Anders Schroder
Lisa Scott
Susannah Scott
Irika Slavin
Liquid Development
Travis Stansbury
Michael Steuerwald
Jeri Street
Jennifer Stump
Shane Thompson
Village Roadshow Pictures
Simon Whipp

Not to mention our supportive families!

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# ATARI WEB SITES

To get the most out of your new game, visit us at:

**atari.com**

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

**ataricommunity.com**

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# TECHNICAL SUPPORT

## Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

**atarisupport.com**

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **Email** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

**Note**: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via Email, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

## Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7106**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note**: Some products simply feature a five-digit Part # without an "04-" prefix.

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# TECHNICAL SUPPORT

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note**: We may be closed on major holidays.

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